Sand Table's

Supplies list

Minimum

Card Stock material (can be 3x5 cards, MRE cardboard, or premade graphics cards – see attached graphics)

550 cord – 50 feet (inner strings can also be pulled out and used)

Stakes (can be large nails or sticks)

Optional

Plastic army men – 15 total (one squads worth), may also want 3 to 4 small vehicles to simulate humvee/2.5t's/rotary aircraft (nothing fancy – can be old matchbox cars painted OD green)

Colored Yarn – Black (control graphics – phase lines, etc), Blue (water), White, Red, Yellow, Green (15 to 20ft of at least 3 different colors)

Cotton balls (used to use of smoke, arty prep, or foliage)

Engineer tape – 20 to 50ft (used to outline sand tables, used for roads, or to outline small buildings for rehearsals)

Construction Notes

Build large enough to get a squad around without having to cram around – SL at the head, one fire team down each side

Do actions on the objective on a separate table in large size, if time or space does not permit look at doing the objective only (most missions in SQD lanes are less than 300 meters in length and in a straight line from the SP so doing the route is not as important as showing what will happen on the objective)

Sand table must be oriented in the direction of travel with a magnetic north facing arrow displayed. When laying in the direction of travel/route legs they should at the same magnetic azimuth as the actual direction of travel.

Examples:

Too Small.

Too small to brief 12 person squad, squad will not see the table

Too small – Squad has to look over shoulders to see the table, they will lose interest and not see everything.

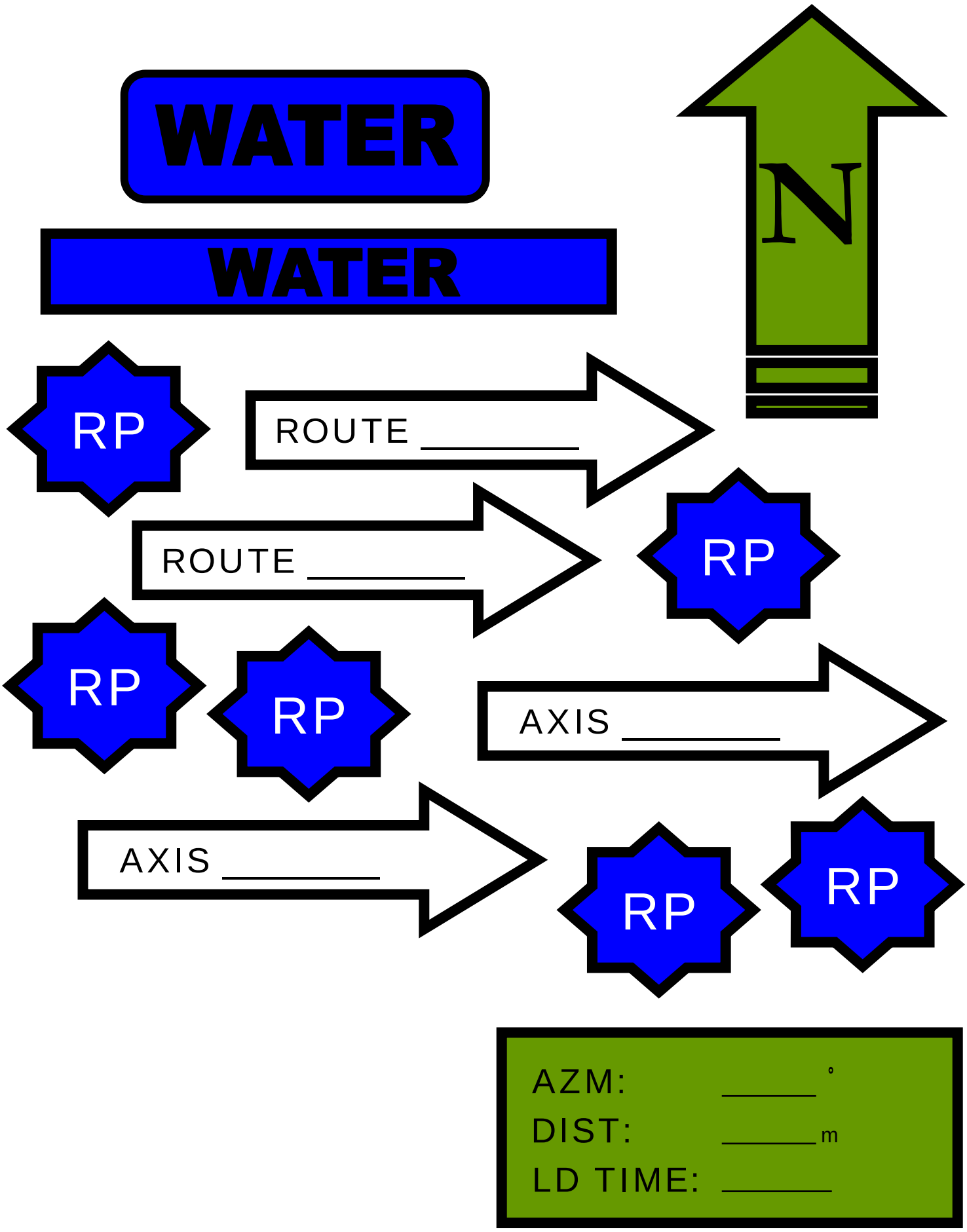
Remember – just because a box is there you do not have to use it, use the ground next to it if it is not going to be large enough

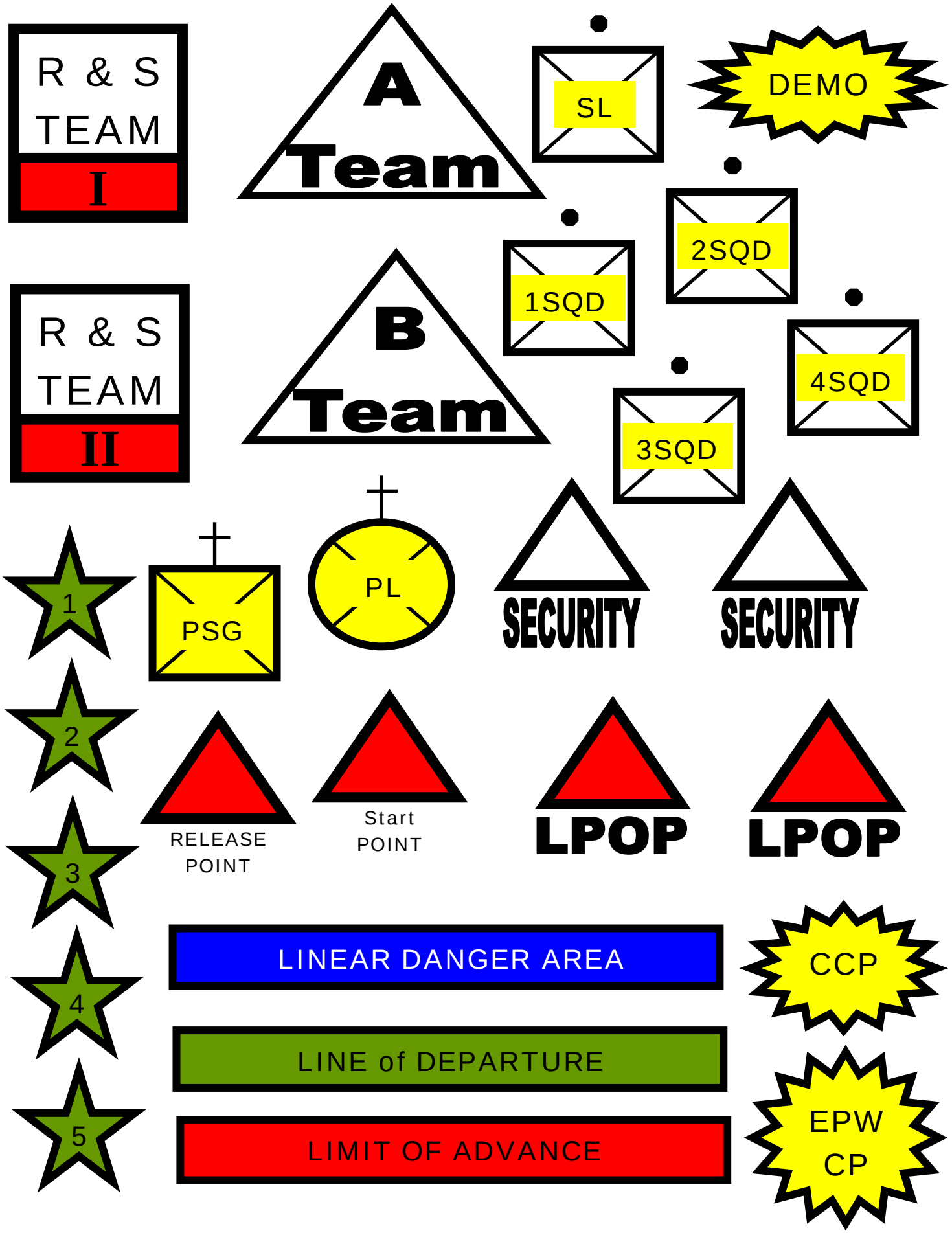
Good examples

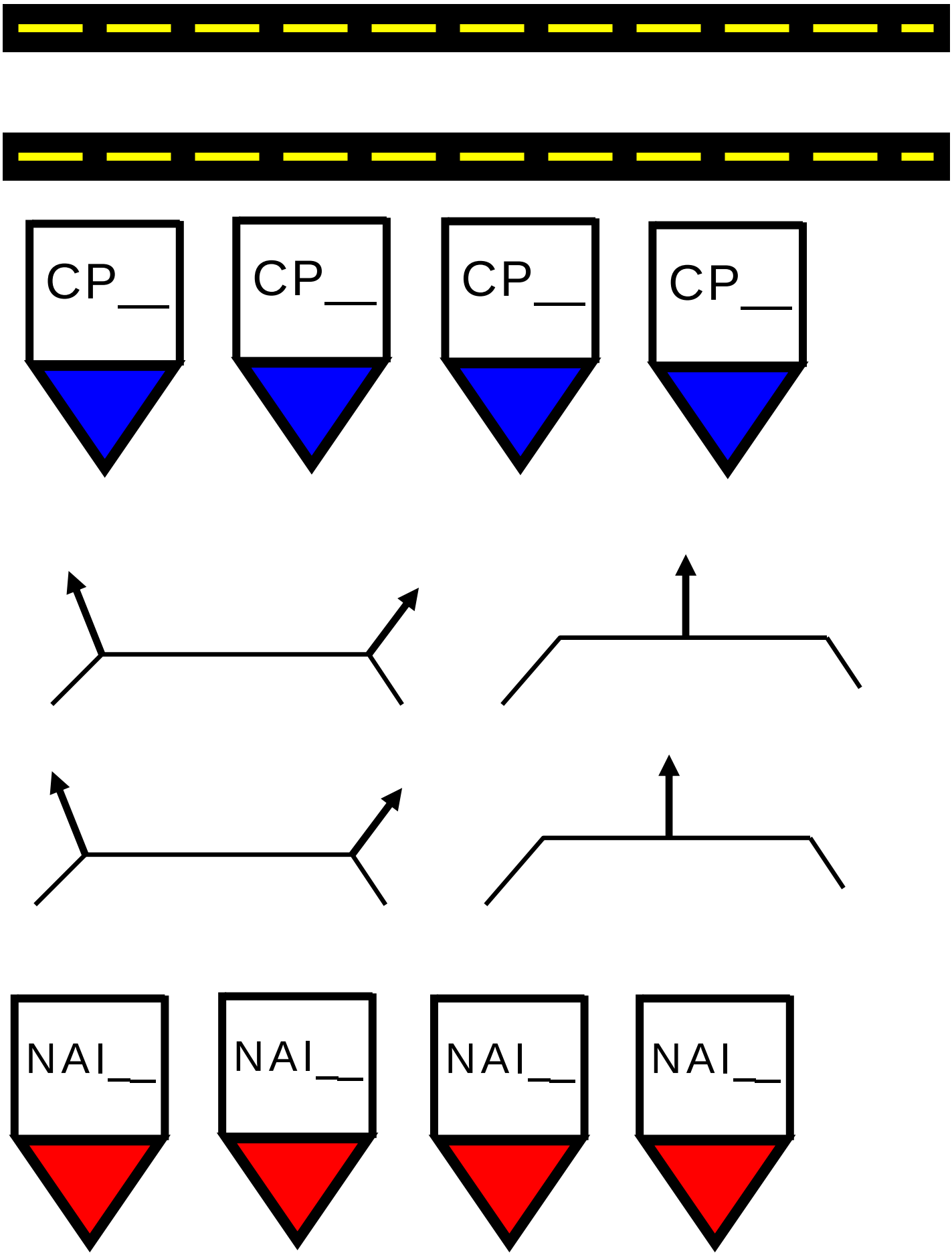
Large sand table – squad can see the entire thing

Large table. Used only items needed to convey the message.

Line up the teams on each side with the TM next to the SL – ensures accountability and everyone will know who is in what team and their position in the team is. This box is a little small for a 12 person squad.


WATER
WATER
N
RP
ROUTE _____
ROUTE _____
RP
RP
RP
AXIS _____
AXIS _____
RP
RP
AZM: _____°
DIST: _____m
LD TIME: _____


R & S TEAM I
A Team
SL
DEMO
2SQD
1SQD
R & S TEAM II
B Team
4SQD
3SQD
1
PSG
PL
SECURITY
SECURITY
2
RELEASE POINT
Start POINT
LPOP
LPOP
3
4
LINEAR DANGER AREA
CCP
LINE of DEPARTURE
5
LIMIT OF ADVANCE
EPW CP


CP__
CP__
CP__
CP__
NAI__
NAI__
NAI__
NAI__

KILL ZONE

CLAYMORE

AT-4

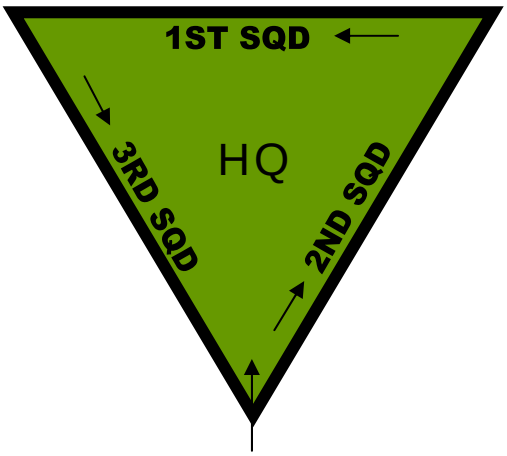
MG TEAM

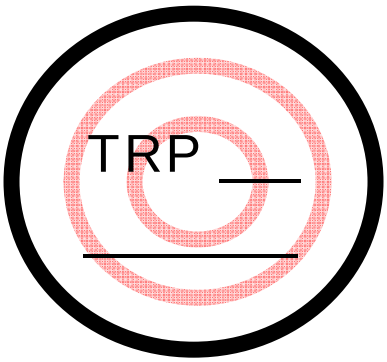
DANGER AREA

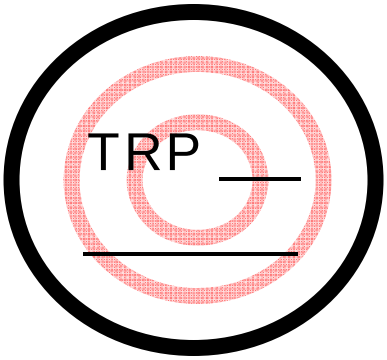
MG TEAM

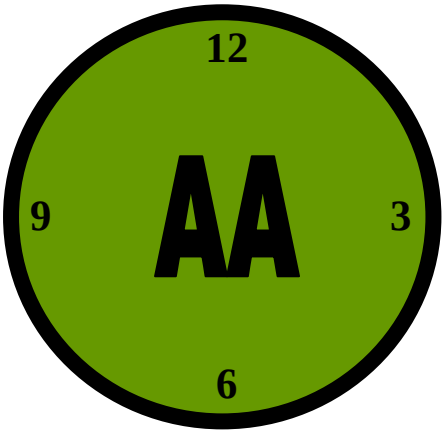
OBJ

GRID: _____

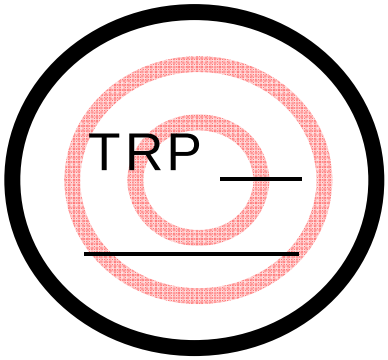

1ST SQD
HQ
3RD SQD
2ND SQD


TRP

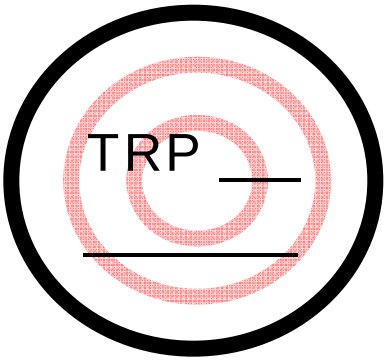

TRP


12
AA
9
3
6

12
ORP
9
3
GRID:
6


TRP

FOB
GRID:


TRP

Aid & Litter

P: _____

_____

A: _____

_____

Demo

P: _____

_____

A: _____

_____

EPW

P: _____

_____

A: _____

_____

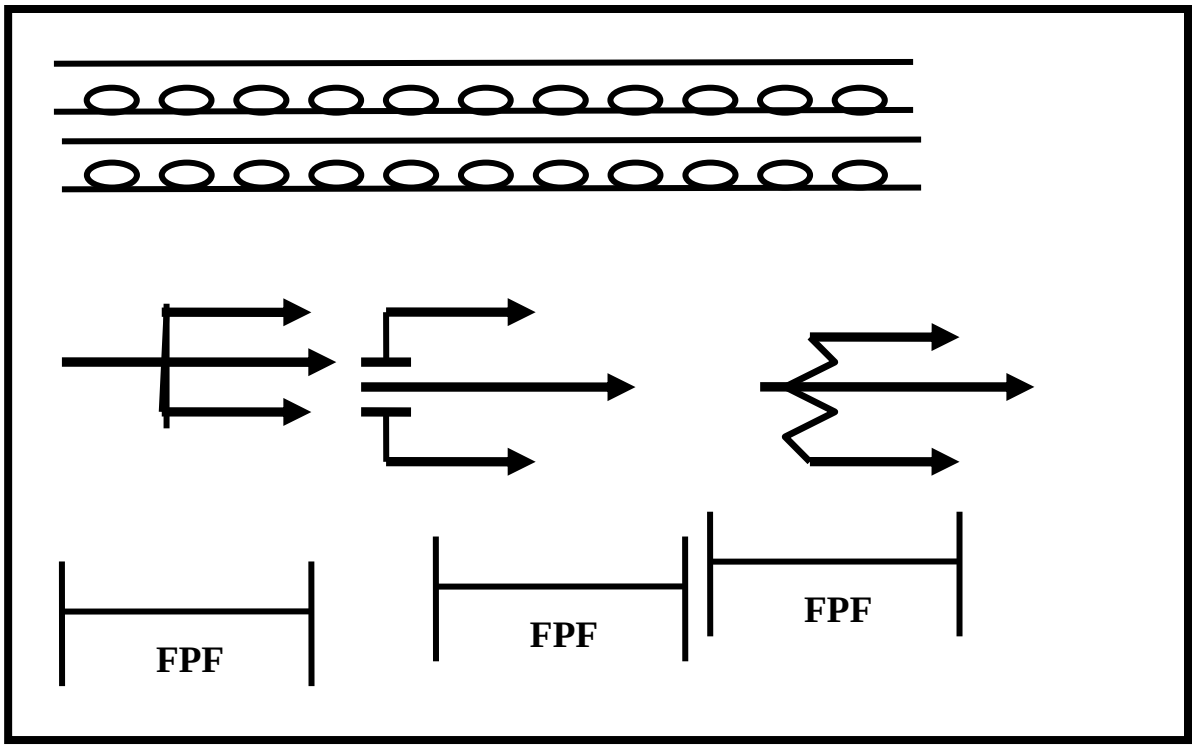
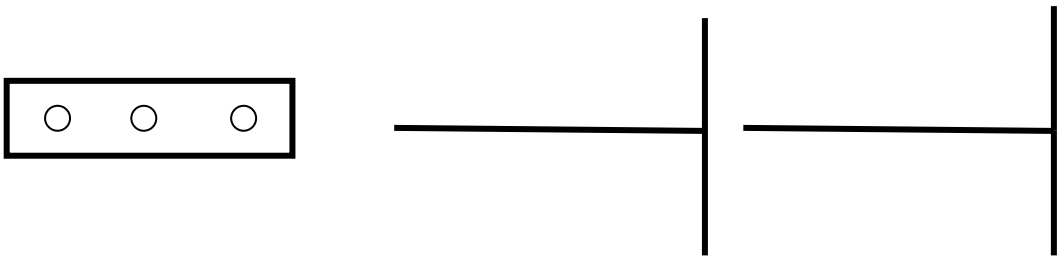
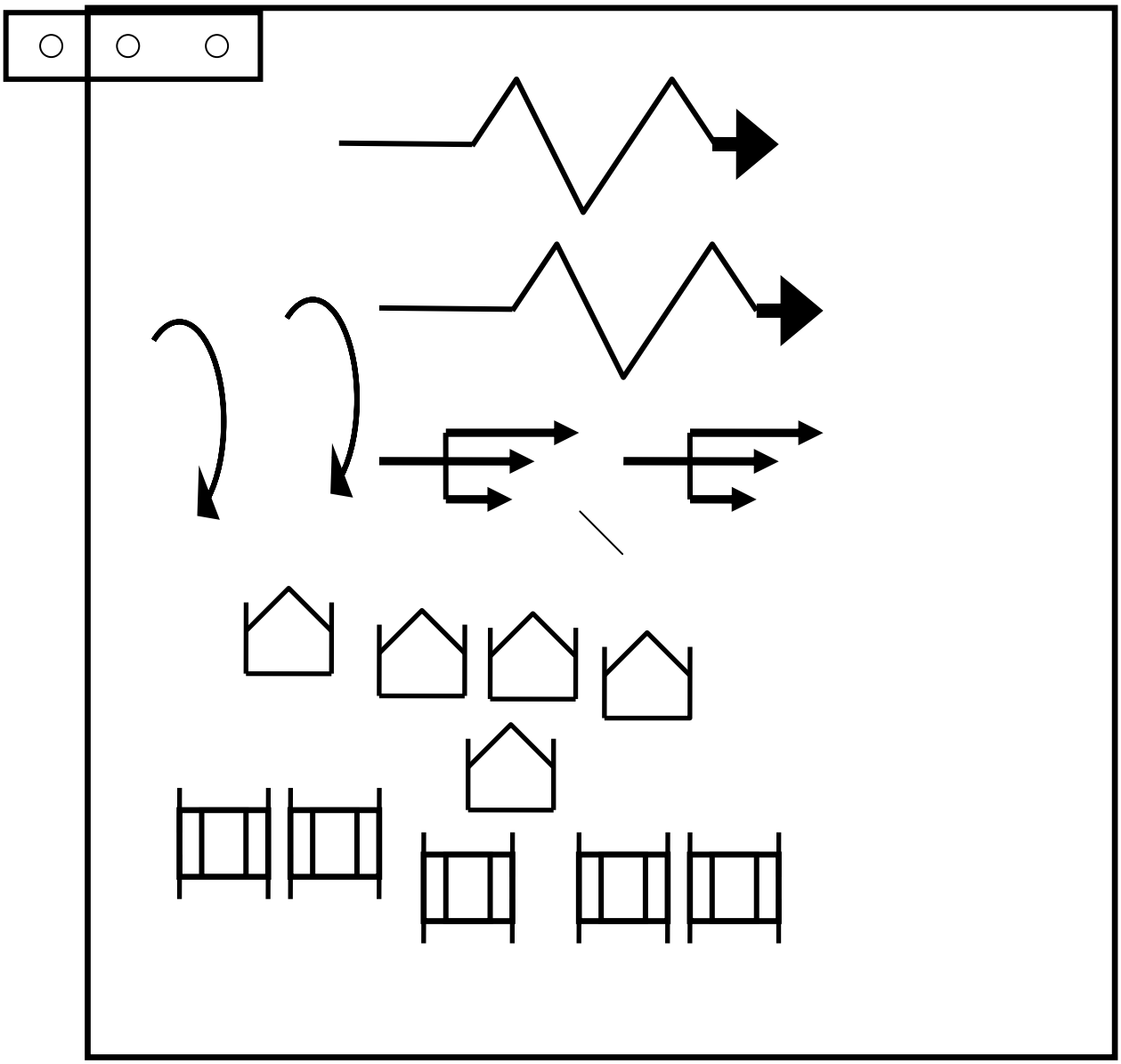
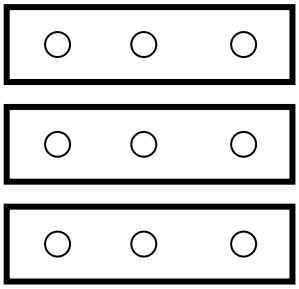
Marking

P: _____

_____

A: _____

_____



1st Squad **2nd Squad** **3rd Squad**